# Karin Chia Cam

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# **SUMMARY OF QUALIFICATIONS**

- 3 years of hands-on experience in visual design, animation, and UI/UX development
- Strong understanding of design principles and collaboration in a creative environment
- Adept at designing engaging user interfaces and interactive prototypes
- Proficient in Adobe Creative Suite, Figma, and Procreate, with additional technical skills in HTML, CSS, JavaScript, Java, and Python

#### **EDUCATION**

**Bachelor of Arts in Interdisciplinary Computing and the Arts (ICAM)** 

**June 2026** 

University of California San Diego, CA

**Intersegmental General Education Transfer Curriculum** 

**June 2024** 

Mount San Antonio College, Walnut, CA

#### **EXPERIENCE**

#### Game Designer – Independent RPG project

June 2025 - Present

Personal Project, Los Angeles, CA

- Designing and developing an original RPG game using RPG Maker MZ, focusing on world-building, character development, and stage progression
- Creating original character designs, dialogue, and narrative elements to support a compelling and immersive story
- Planning stage layout, gameplay flow, and visual assets for upcoming development phases

## **Graphic Designer – Charity Event Promotion**

August 2024

Local Community Event, Zhongshan, China

- Designed promotional posters for a local charity sale, aiming to increase community awareness and event turnout
- Created visually engaging layouts with clear messaging to communicate event details effectively
- Collaborated with event organizers to align visual assets with the charity's purpose and appeal to the intended audience

#### Co-Designer – VR Game Project

April - June 2024

Mount San Antonio College, Walnut, CA

- Collaborated with a creative team to design core visual assets for a cyberpunk-themed VR game, including the main concept poster and an Instagram campaign
- Engaged in regular design critiques and team discussions to iterate and refine assets to ensure they accurately communicate the game's content
- Contributed to visual branding by developing cohesive art and storytelling elements consistent with the game's world

## **ACADEMIC ACHIEVEMENTS**

Provost Honors, University of California San Diego

Fall 2024 - Spring 2025